

WHAT IS CLAIMED IS:

1 A game machine comprising:
2 a player identifier, which identifies a player who wants to play a game;
3 a data storage, which stores personal information of a plurality of
4 players which have been played the game; and
5 a game environment arranger, which reads out the personal
6 information of the player identified by the player identifier from the data storage,
7 and automatically sets up a game environment based on the read out personal
8 information.

1 2. The game machine as set forth in claim 1, wherein the player
2 identifier identifies the player using image recognition techniques.

1 3. The game machine as set forth in claim 1, further comprising:
2 a game monitor, which monitors status of the game played by the
3 player to generate monitoring information; and
4 a personal information generator, which generates new personal
5 information of the player based on the monitoring information, and stores the
6 new personal information in the data storage.

1 4. The game machine as set forth in claim 1, further comprising:
2 an information communicator, which communicates the personal
3 information stored in the data storage with another game machine connected
4 to the game machine.

1 5. The game machine as set forth in claim 3, further comprising:
2 a level determiner, which automatically determines a skill level of the
3 player to generates skill level information, based on the monitoring information,
4 wherein the personal information generator incorporates the skill level
5 information to the personal information; and
6 wherein the game environment arranger automatically reads out
7 personal information of another player stored in the data storage as an
8 opponent in a multi-player game, based on the skill level information of the
9 player.

1 6. The game machine as set forth in claim 1, wherein the personal
2 information includes at least one of information regarding a skill level of the
3 player, information regarding progress status of the game, information
4 regarding the number of tokens acquired in the game, and information
5 regarding growth status in a raising game.

Sub. B2 > 7. A network system for setting up a game environment, comprising:
2 a common host apparatus;
3 a plurality of game machines communicatively connected to the host
4 apparatus;
5 a player identifier, which is provided in at least one of the host
6 apparatus and game machines, and identifies a player who wants to play a
7 game, the player identifier provided;
8 a data storage, which is provided in the host apparatus, and stores

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9 personal information of a plurality of players which have been played the
10 game;

11 a data communicator, which is provided in the host apparatus, and
12 transmits the personal information of the player identified by the player
13 identifier, from the data storage to at least one of the game machines; and

14 a game environment arranger, which is provided in the respective
15 game machines, receives the personal information transmitted from the host
16 apparatus, and automatically sets up a game environment based on the
17 received personal information.

1 8. The network system as set forth in claim 7, wherein each of the game
2 machine includes:

3 a game monitor, which monitors status of the game played by the
4 player to generate monitoring information;

5 a personal information generator, which generates new personal
6 information of the player based on the monitoring information; and

7 an information communicator, which transmits the new personal
8 information to the data storage in the host apparatus.

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9. The network system as set forth in claim 7, wherein the host
2 apparatus and the respective game machines are connected via the Internet to
3 play a network game provided on the Internet.

1 10. The network system as set forth in claim 7, wherein the player
2 identifier identifies the player using image recognition techniques.

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1 11. The network system/as set forth in claim 8, wherein each of the game
2 machines includes a level determiner, which automatically determines a skill
3 level of the player to generates skill level information, based on the monitoring
4 information;

5 wherein the personal information generator incorporates the skill level
6 information to the personal information; and

7 wherein the game environment arranger automatically receives
8 personal information of another player stored in the data storage as an
9 opponent in a multi-player game, based on the skill level information of the
10 player.

1 12. The network system/as set forth in claim 7, wherein the personal
2 information includes at least one of information regarding a skill level of the
3 player, information regarding progress status of the game, information
4 regarding the number of tokens acquired in the game, and information
5 regarding growth status in a raising game.

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